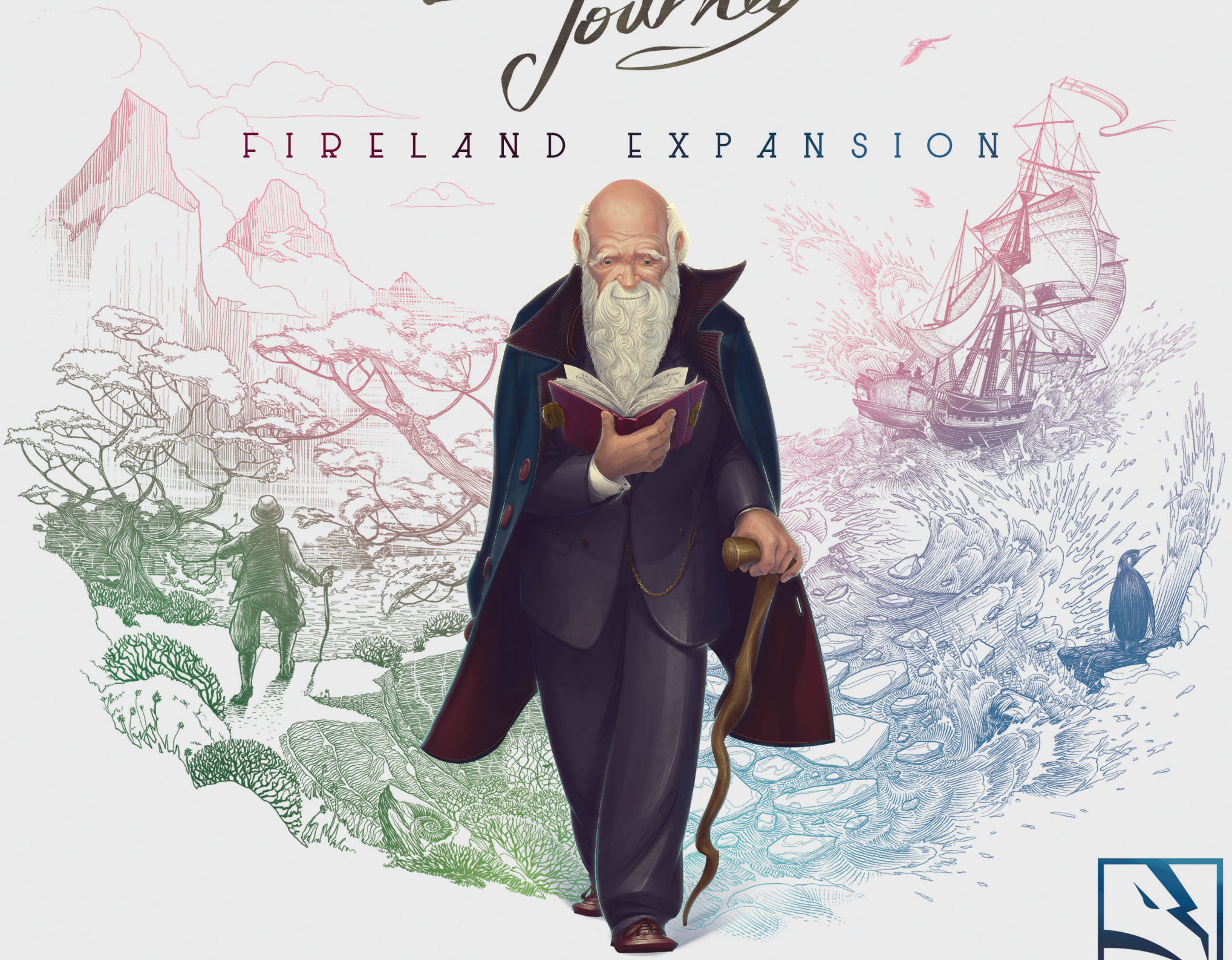
Darwin's Journey

FIRELAND EXPANSION



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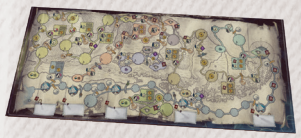
Looking back at our exploration of Tierra del Fuego, time became hazy as we discovered the bountiful wilderness of the archipelago.
The days of our new adventure felt infinitely long, arduous, and sometimes surreal, but time was slipping through our fingers faster than we realized.

In the Fireland expansion of Darwin's Journey, players retrace Charles Darwin's expedition across the territories of Tierra del Fuego.
Fireland introduces time management and an exciting new map. Players can go on adventures to gain fruitful rewards, but they must be careful to spend their limited time wisely!

COMPONENTS


1 Fireland Map Board

10 Ocean Adventure Cards

12 Objective Tiles
(6 silver, 6 golden)

8 Ships (2 per player color)

10 Ocean Adventure Tokens

1 Time Track Board

12 Land Adventure Cards

3 Beagle Goal Tiles

8 Explorers (2 per player color)

12 Land Adventure Tokens

8 Time Penalty Tokens

4 Crew Cards

9 Special Action Tiles

4 Cubes (1 per player color)

4 Elude Time Tokens

4 Adventure Scoring Aid Cards

4 Fireland scenario cards

2 Correspondence Tiles

8 Time Wax Seals

6 Viewpoint Tokens

Standard Setup

1. Place the Fireland map board on top of the game board, covering the Island and Ocean tracks from the base game.

2. Place the Time Track board near the main board.

3. Shuffle the Fireland Crew cards, Objective tiles, Beagle Goal tiles, Correspondence tiles, Special Action tiles, and Time Wax Seals into the base game sets for each component. The backside of base and expansion components should match.

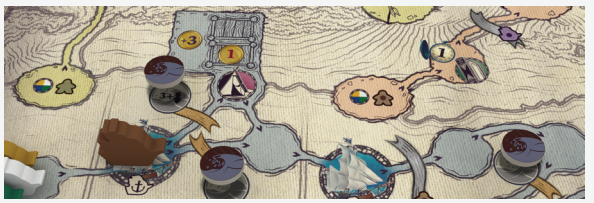
Note: Time Wax Seals have a purple front side and a black backside to help with sorting.

4. Follow the base game setup procedures.

Note: When playing with a Scenario card, it will indicate specific components to add instead of choosing randomly during setup. Scenario cards are explained on page 6.

5. Place 1 Land Adventure token on each matching golden ribbon icon on the Land tracks at the bottom of the board. Only cover icons with a player count symbol when the game is played at the indicated player count or higher.

6. Place 1 Ocean Adventure token on each matching golden ribbon icon on the Ocean tracks at the bottom of the board. Only cover icons with a player count symbol when the game is played at the indicated player count or higher.



7. Shuffle the Viewpoint tokens. Place 1 token face down on each matching location at the end of the Land and Ocean tracks. Once all Viewpoint tokens have been placed, flip them all to their face-up side.

8. Shuffle the Time Penalty tokens and randomly place 3 of them face up onto the pocket watch icons on the Time Track board. Place the unused Time Penalty tokens back into the box - they will not be used for the remainder of the game.

9. Place 1 cube (from now on called Time Track marker) of each player's color on the 0 spot of the Time track.

10. Shuffle the Land and Ocean Adventure decks separately and place them face down to the side of the main board.

11. Each player places 1 Adventure Scoring aid card near their personal board.

12. Each player places their extra Ships and Explorers near their player board. They should now have a total of 4 Explorers and 2 Ships.

Scenario Setup

Overview

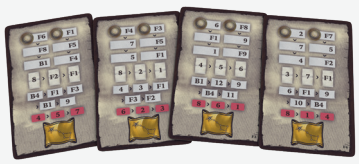
Each Scenario card provides the players with a crafted game experience. Instead of randomly choosing components during setup, players will use specifically designed sets of components which will lead the experience in a particular direction.

Scenario Descriptions

Use the reference identifier in each card's bottom RIGHT to learn about how that Scenario will affect the game:
F1: Focused on giving players opportunities to gain and spend Time.
F2: Exploring and Navigating are a primary focus, but managing heavy Time expenditures also becomes a priority.
F3: Maximizing Beagle Goal tile scoring becomes the priority, and they will pull the players in several interesting directions.
F4: An expert level Scenario where Correspondence and Special actions do little to help the players and Coins are hard to find.

Setup

Only Fireland scenario cards may be used, they have a golden banner icon. Players may select the Scenario card that fits their desired play experience or randomly select one from the stack. During base game setup, place specific components instead of choosing them randomly. Use the reference numbers shown on the Scenario card to place the specific Special Action tiles, Correspondence tiles, Beagle Goal tiles, and Time Penalty tiles onto their associated board areas. Note that the Correspondence tiles and Time Penalty tiles shown left to right are placed top to bottom in their areas.



Time Track

Each player has a Time Track marker on the Time track indicating their Time spent in the game.

Spending & Gaining Time

Players must spend Time to perform an action when the action shows a closed pocket watch icon. Players spend Time by moving their Time Track marker down the Time track the number of spaces indicated on the pocket watch icon.
If the player's Time Track marker would pass the eleventh space, they stay on the eleventh space and instead lose 3 victory points for each remaining Time they must spend.

Players gain Time when an action shows an open pocket watch icon. Players gain Time by moving their Time Track marker up the Time track the number of spaces indicated on the pocket watch icon. If the player's Time Track marker would pass the zero space, they stay on the zero space and any remaining gained Time has no effect.

Time Track Penalties

Each penalty on the Time Track applies to all players whose Time Track marker is on or below that penalty's row. This means the first penalty applies to all markers at three or more Time, the first and second penalties apply to markers at six or more Time, and all three penalties apply to markers at nine or more Time. Time penalties impose extra costs or reduce the effects of various actions in the game. These penalties are added to any other costs associated with those actions.

2 Coins must be spent for **each** Museum Delivery action.

1 Coin must be spent for **each** Gain Scroll action.

An additional 2 Coins must be spent to place a worker in an occupied Diary Section.

Each Museum Delivery action has its Theory of Evolution track advancement reduced by one.

Each time an Objective is achieved, the player loses 2 victory points on the victory point track. If the player doesn't have 2 victory points to lose, the Objective cannot be achieved.

Each Correspondence action earns one fewer Stamp than indicated on the Correspondence icon.

Each Navigation action has its Ship advancement reduced by one.

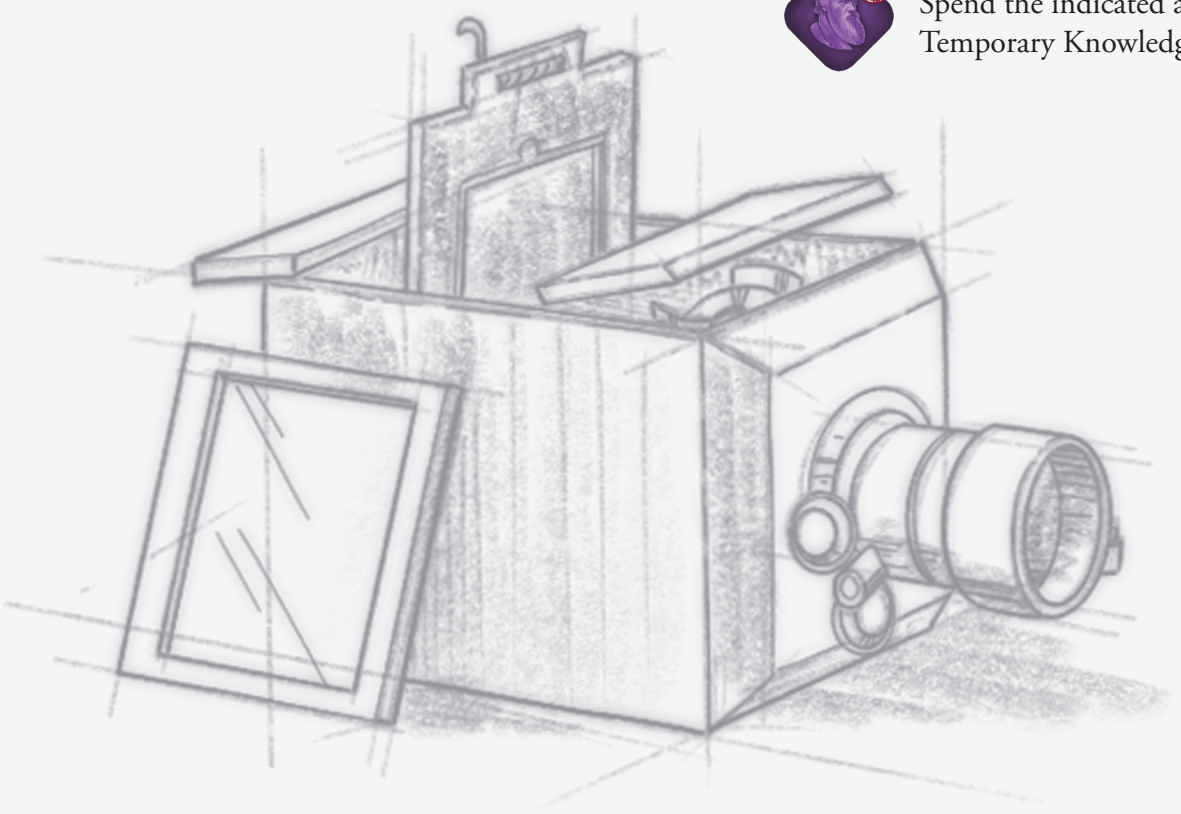
Each Exploration action has its Explorer advancement reduced by one.

Adventures

Each time a player moves their Explorer or Ship across a golden ribbon that has an Adventure Token, they must go on an Adventure.
There are two types of Adventure tokens and Adventure cards: Land and Ocean. When the player's Explorer or Ship crosses one of the tokens, the player draws a card from the deck that matches the Adventure type (Land or Ocean).

Each Adventure card has two reward options listed at the bottom. The player **must** immediately choose one of these options, pay its associated cost, and gain the listed rewards. After a player gains a reward, the drawn Adventure card is discarded into the discard pile of the corresponding type of Adventure (Land or Ocean).

Note: In the rare event that the player cannot pay the costs associated with either action, they discard the Adventure card without gaining any benefits and leave the Adventure token on the board.



Adventure Costs

Spend the indicated amount of time. Any new Time Track penalties resulting from this movement come into effect immediately.

Spend the indicated number of Coins.

Spend the indicated amount of Time and Coins. Any new Time Track penalties resulting from the Time marker movement come into effect immediately.

Lose the indicated number of victory points.

Move back the indicated number of spaces on the Theory of Evolution track.

Move one of that player's Ships the indicated number of spaces backward on the associated Ocean track.
Do not perform any actions on the location where the Ship landed.

Spend the indicated amount of Temporary Knowledge tokens.

Adventure Rewards

Reward Actions are shown to the right of the costs on the Adventure Card. The player may perform the actions in any order.

One of the reward options will always have a Land or Ocean Adventure token icon. When this reward is chosen, the player removes the Adventure token they crossed on the Main Board. The player should keep this token in their player area next to their Adventure Scoring aid card.
Removing this token means no future players will be able to perform an Adventure when crossing that golden ribbon.

Example: The player has two cost/reward options (A and B). If the player chooses option A, they will pay 1 Time and 2 Coins in exchange for performing an Exploration action of up to 2 steps and collecting the Land Adventure token. If the player chooses option B, they will pay 3 Time in exchange for performing a Navigation action up to 2 steps and gaining 2 Temporary Knowledge tokens. Since option B doesn't show the token icon, the Land Adventure token remains on the board and another player may use it for an Adventure later in the game.

Time Wax Seals

Time Wax Seals are shuffled in with the RegularWax Seals during setup, which means they might appear on the Academy scrolls during the game.

When purchased, Time Wax Seals have an additional cost of 1 Time on the Time track. Once placed, Time Wax Seals act like Special Wax Seals, meaning they act as any color for the associated worker.

Viewpoints

At the end of each Land and Ocean track, there is a Viewpoint token that was randomly chosen and placed during game setup.
The first player to reach a Land or Ocean spot with a Viewpoint token removes that token and immediately performs the indicated action. If the player cannot pay the costs associated with that action, the action is forfeited. The player should keep the Viewpoint token in their area.

Note that several Viewpoints are shared between multiple Land and Ocean tracks.

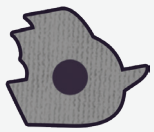
Exploring the Island

The Fireland Expansion map has 5 different exploration tracks. All but the first track must be unlocked in the same manner as the base game. Explorers are never allowed to move from one track to another. Once an Explorer reaches a Viewpoint ,it cannot proceed any further. Note that one of the tracks has a forked path that leads to two different Viewpoints.

Unlocking Ocean Tracks

The Fireland expansion has three Ocean tracks. At the beginning of the game, players only have access to one of the Ocean tracks. The other two Ocean tracks are unlocked by exploring the Land tracks.

When a player's Explorer crosses a silver ribbon with a Ship icon, they unlock the indicated Ship.



Place a Ship of that player's color on the starting location of the Ocean track that matches the shape on the Ship icon.

When players perform Navigation actions, they may only move a single Ship. Navigation advancement steps may not be split between multiple Ships unless this is expressly permitted by a Special Action tile.

Endgame Scoring

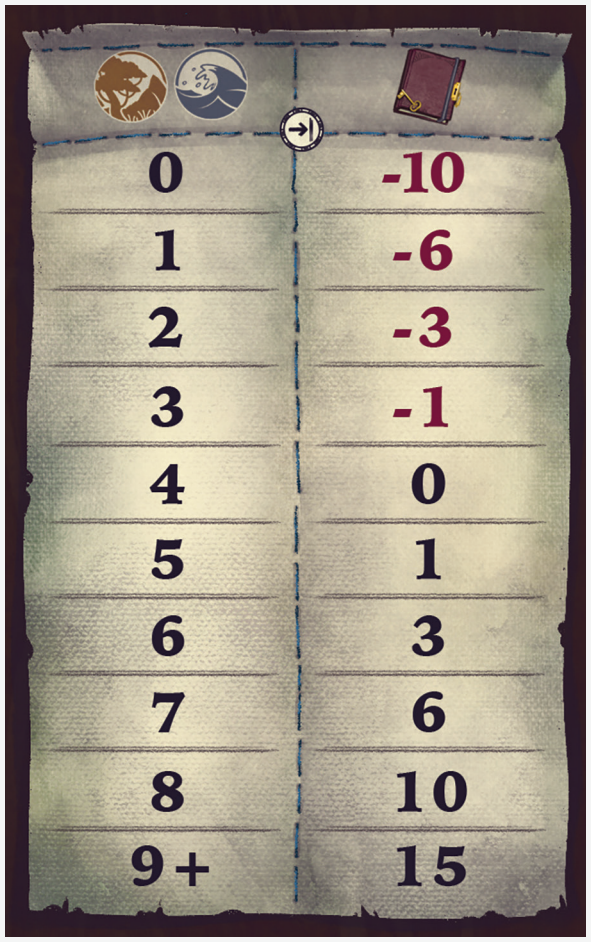
In addition to standard endgame points, players modify their score based on how much Time they spent and how many Adventure Tokens they gained.

Time Track Victory Points

Each player loses the victory points indicated on the icon under their Time Track marker's current position. Only the 0,1, and 2 spots don't have a victory point penalty.

Adventure Token Victory Points

Each player counts their combined Land and Ocean Adventure tokens. They gain or lose victory points as indicated on their Adventure Scoring aid card. A player loses victory points when they have 3 or fewer Adventure tokens and gains points when they have 5 or more.



0	-10
1	-6
2	-3
3	-1
4	0
5	1
6	3
7	6
8	10
9+	15

New Crew Cards

When these Crew cards are achieved, the player goes on an Adventure. The type of Adventure is indicated with a Land or Ocean icon on the card.

If the player chooses the Adventure reward with the Adventure token icon, the player takes an Adventure token of that type (Land or Ocean) from anywhere on the Fireland Map Board.

New Objective Requirements

The player must have spent at least the indicated Time on the Time track.

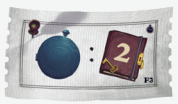
The player must have gained at least the indicated number of Adventure tokens of the specified type.

The player must have achieved one or more Crew cards. They must also have their Evolution marker on, or past, the fifth position on the Theory of Evolution Track.

New Beagle Goal Tiles

Each player gains 4 victory points for every Land Adventure token they have gained.

Each player gains 6 victory points for each Ocean Adventure token they have gained.



Each player gains 2 victory points for every Time they have spent at the moment this is scored.

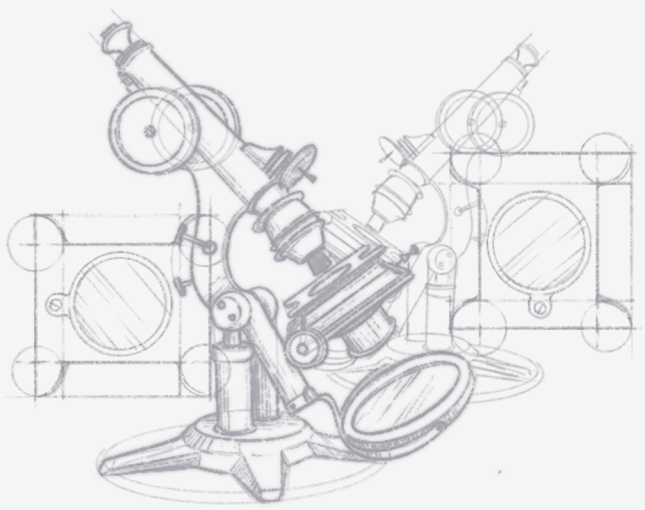
New Correspondence Rewards

The activating players gain 2 Coins each. All other players must spend 1 time.

Gain 2 Coins.

Gain 2 Time.

Gain 1 Time.



New Special Action Tiles

Go on a Land Adventure. The player does not spend any Time when gaining the chosen reward.

If the player chooses the reward with the Adventure token icon, they take a Land Adventure token from anywhere on the Fireland Map Board.

Go on an Ocean Adventure. The player does not spend any Time when gaining the chosen reward.

If the player chooses the reward with the Adventure token icon, they take an Ocean Adventure token from anywhere on the Fireland Map Board.

If, during setup, this Special Action Tile is drawn, place all 4 Elude Time tokens next to the game board.

When a player performs this action, they take 1 Elude Time token and ignore all Time penalties for the remainder of the round. All other players must spend one Time immediately. During the Cleanup Phase, all Elude Time tokens must be discarded back to the supply.

Gain 2 Time. All other players must spend 1 Time immediately.

Gain 3 Time.

Immediately perform the top reward option from a Correspondence tile on the game board. Any costs associated with that action must be paid or the reward is forfeited.

Place a single Stamp onto each of the 3 Envelopes.

Advance up to 4 Land or Ocean steps. The movement may be split between 2 different Explorers or 2 different Ships. If the movement is split between two tracks, both landing actions may be performed.

Advance up to 2 Explorers one step each **and** advance up to 2 Ships one step each on the Land and Ocean tracks. Each movement must be performed by a different piece. The landing action may be performed for each piece that is moved.

Base Game Compatibility

The following components are fully compatible with the base game and can be used when not playing with the Fireland expansion.

Solo Mode Rules

The Fireland solo game is a more complex experience than the base game, so first playing several solo games without the Fireland expansion is strongly recommended.

Use the base game solo ruleset along with the modifications explained below.

Adventure Tokens

Whenever Alfred reaches or passes an Adventure token, they will collect it from the board. Alfred will not draw an Adventure card; instead they spend 2 Time and advance 2 spots on their Bonus track.

Important Note: If Alfred collected an Adventure token while Exploring, they will only perform the action where their Explorer ended its movement (instead of performing two actions). Alfred will still research all Fireland Specimens they reach or pass on the track. If Alfred collects an Adventure token *and* their Explorer ends on a Research Specimen action, Alfred does not perform any further actions.

Explorer Movement

When Alfred performs Exploration actions, they will move their Explorer if it is unlocked and it is not at the end of its track. Otherwise, they will move their most recently unlocked Explorer.

If Alfred's Explorer has multiple path options, it will take the longest path (the path with the greatest number of spaces to its endpoint).

Ship Movement

When Alfred performs Navigation actions, they must select one Ship to move for the entire action. If their Ship on the main Ocean track is behind the HMS Beagle, they will select that Ship for the Navigation action. Otherwise, they will select their most recently unlocked Ship.

Time

Alfred gains Time, spends Time, and is affected by Time penalties in the same way as other players.

Endgame Scoring

Alfred scores points for their Adventure tokens and Time track position in the same way as other players.

Adventure Cards

Ocean Adventures

1 Seasickness
You feel clammy, lethargic, and nauseous.

A. *Get some fresh air on the ship's deck.*
Spend 3 Time to gain 2 Temporary Knowledge tokens and 2 Coins.

B. *Push through it and focus on your work.*
Spend 3 Time to perform 2 Correspondence actions of 2 Stamps each and collect the Ocean Adventure token.

2 Sickness
You are too weak and exhausted to get out of bed.

A. *Close your eyes and get some rest.*
Spend 2 Time to gain 4 victory points and collect the Ocean Adventure token.

B. *Study your books from bed.*
Spend 4 Time to perform 2 Academy actions discounted by 2 Coins each.

3 Thunderstorm
The weather is crashing a lifeboat against the hull.

A. *Cut the ropes of the lifeboat to preserve the hull and keep your belongings safe.*
Spend 3 Time to advance 3 steps on the Theory of Evolution track and collect the Ocean Adventure token.

B. *Focus on other tasks and wait for the storm to end.*
Go back 2 steps on the Theory of Evolution track to gain 3 Time.

4 Cannons
A coastal fort has fired its cannons towards our ship.

A. *Proceed onward, avoiding the coastal attack.*
Spend 4 Time to gain 8 Coins and 2 victory points.

B. *Stop and raise the white flag to surrender.*
Spend 1 Time to gain 2 Coins and collect the Ocean Adventure token.

5 Iceberg
An iceberg is floating towards a manned lifeboat.

A. *Stay the course and maneuver around it.*
Spend 3 Time to gain 2 victory points and advance 3 steps on the Theory of Evolution track.

B. *Veer the ship and change route, it's too dangerous.*
Go back 3 steps with your ship on the HMS Beagle Ocean track to gain 2 Time and collect the Ocean Adventure token.

6 Ice
The ocean is freezing over and the ship may become stuck.

A. *Forge onward by finding ways through the ice.*
Spend 3 Time to gain 5 victory points and perform a Navigation action of up to 2 steps.

B. *Return to the coast and spend the winter researching with the materials you have on board.*
Spend 1 Time to gain an Objective and collect the Ocean Adventure token.

7 Laid Ashore
The ship is stuck on the Rio Santa Cruz shore and requires repair.

A. *Stay onboard and repair the ship.*
Spend 1 Temporary Knowledge token to gain 1 Time.

B. *Explore the nearby land.*
Spend 2 Time to perform an Exploration action of up to 2 steps and collect the Ocean Adventure token.

8 Mirage
You lost your route following what turned out to be a mirage.

A. *Focus on studying your gathered materials while you get back on track.*
Spend 1 Time to perform an Academy action and collect the Ocean Adventure token.

B. *Hire a local guide to quickly get back on your route.*
Spend 2 Coins to gain 2 Time.

9 Rough Sea
A rare specimen is spotted on a reef, but conditions make it hard to approach.

A. *Push on and collect the specimen despite the risk.*
Spend 3 Time to research a Specimen on the same track as the player's Explorer.

B. *Leave the specimen and make careful notes describing it from afar.*
Spend 2 victory points to perform a Correspondence action of 1 stamp and collect the Ocean Adventure token.

10 Another Ship
Your lookout spots another ship that appears to be asking for help.

A. *Change course towards the ship to provide assistance.*
Spend 3 Time to gain 4 Coins and 4 victory points.

B. *Continue on your way and ignore the ship.*
Spend 3 Coins to gain 2 Time and collect the Ocean Adventure token.

Land Adventures

1 Riot
Your expedition is overtaken by a riot of locals.

A. *Fight the riot to protect your scientific materials.*
Spend 4 Time to gain 2 Temporary Knowledge tokens and 4 victory points.

B. *Retreat and write to the local authorities for assistance.*
Spend 1 Time to perform a Correspondence action of 1 Stamp and collect the Land Adventure token.

2 Lost Specimens
Some of your collected specimens have rolled off a cliff and into a ravine.

A. *Carefully climb down into the ravine to retrieve them.*
Spend 3 Time to advance 3 steps on the Theory of Evolution track and collect the Land Adventure token.

B. *Leave the specimens where they are and continue on with the journey.*
Go back 2 steps on the Theory of Evolution track to perform a Navigation action of up to 3 steps.

3 Fire
Your current shelter has burst into flame!

A. *Attempt to extinguish the fire.*
Spend 4 Time to gain 8 victory points and collect the Land Adventure token.

B. *Flee the shelter and call out for help.*
Spend 2 Time to gain 2 Temporary Knowledge tokens.

4 Raft damaged
Your only raft has become seriously damaged.

A. *Abandon the raft and proceed on foot.*
Spend 1 Time and 2 Coins to perform an Exploration Action of up to 2 steps and collect the Land Adventure token.

B. *Focus on fixing the raft until it is once again functional.*
Spend 3 Time to perform a Navigation Action of up to 2 steps and gain 2 Temporary Knowledge tokens.

5 Cold
You've caught a cold and the locals have offered you some of their medicine.

A. *Use their medicine and continue on with your journey.*
Spend 4 Time to unlock a Lens Location without Coin penalties.

B. *Return to your ship to use your own medicine and rest.*
Spend 3 Time to gain an Objective, 3 victory points, and collect the Land Adventure token.

6 Donkeys
Upon returning from a walk you've found that your donkeys are missing.

A. *Call out for the donkeys and wait for them to return.*
Spend 2 Time to gain 6 Coins.

B. *Purchase new donkeys from locals and continue with your journey.*
Spend 3 Time and 3 Coins to advance 2 steps on the Theory of Evolution track, gain 5 victory points, and collect the Land Adventure token.

7 Bandits
You've been stopped by bandits and they won't let you leave until you've paid them.

A. *Meet their demands and hand over your coins.*
Spend 3 Coins to gain 1 Temporary Knowledge token and 2 victory points.

B. *Negotiate with them.*
Spend 4 Time to gain 4 Coins, 4 victory points, and collect the Land Adventure token.

8 Landslide
Your path has been destroyed by a landslide.

A. *Carry all your expedition equipment up and over it.*
Spend 3 Time to advance 3 steps on the Theory of Evolution track and collect the Land Adventure token.

B. *Proceed along a different route.*
Spend 1 Time to gain an Objective and 2 victory points.

9 Secret path
A local shows you a shortcut towards your destination.

A. *Proceed with your originally planned route.*
Spend 4 Time to advance 2 steps on the Theory of Evolution track, gain 4 victory points, and collect the Land Adventure token.

B. *Follow their instructions and use the secret path.*
Spend 2 Time to advance 3 steps on the Theory of Evolution track.

10 Earthquake
A strong earthquake strikes the region, breaking the ground and damaging your camp.

A. *Continue with your route while being careful to avoid any risk.*
Spend 4 Time to advance 3 steps on the Theory of Evolution track and gain 4 victory points.

B. *Return to the ship and sail to a different area to explore.*
Spend 1 Time to perform a Navigation action of up to 1 step and collect the Land Adventure token.

11 Lost
You realize your compass is no longer functioning correctly and you've lost your way.

A. *Retrace your steps until you reach where you started.*
Spend 1 Time to perform a Navigation action of up to 1 step and collect the Land Adventure token.

B. *Continue on, attempting to find your way back to the correct route.*
Spend 2 Time to perform an Exploration action of up to 1 step and gain 3 victory points.

12 Beverage
A local spiritual guide offers you a concoction to help elevate your mood.

A. *Accept the gift and drink it.*
Spend 3 Time to place a Special Wax Seal (purple) at no cost and collect the Land Adventure token.

B. *Refuse the drink and continue on your way.*
Spend 2 victory points to gain 4 Coins.